LOADING INSTRUCTIONS

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 5 minutes to load.

Detective is a game of deduction and tactics. It is set in an English country house where the body of the butler, foully murdered, has been found dumped at the top of the staircase. Each player takes the role of one of the characters in the game, and each of you falls under the suspicion of Scotland Yad. Unimpressed by the police, you each decide to clear yourselves by finding out who committed the crime, the weapon used, the place of the murder and the killers motive.

Note that you may choose which of the nine characters you play, and only those characters will appear in the game. The murderer is never one of the players. All the players start in the study, where they have been questioned by the police. (This is numbered room 3 on the map).

The computer throws a die, and you may move any number of locations up to the number thrown. (You must move at least 1 square). If you move past location 9, you come back to location 1. The different faces of the characters are placed on the map to show where you are.

Inside the house the rooms are all named as well as having identifying numbers. There are also two outside locations, the woods and the garden.

Each player will be given a set of secret code numbers for the names of the characters, the murder weapon and the motive. You will use the codes to help you solve the crime without the other players being able to follow your progress.

When you arrive at your location, you can enter codes to make an accusation about whom you think committed the crime, a weapon and a motive. (You are not allowed to accuse yourself).

The computer will indicate the accuracy by printing out a sequence of 'Y's and 'N's. On the more difficult level only 'Y's are shown.

For example, if your location and the weapon are correct, but the character and the motive are wrong you get 'YNYN' on play level 1. On play level 2 you would only get 'YY'.

The winner is the first player who, while at the scene of the crime, correctly identifies the murderer, the weapon used and the motive.

If the character that you accuse is one of the players, then that person is moved to your location. This enables you to hinder their progress by calling them away from their destination.

However, be careful not to be outwitted by giving clues of your own coeds to the other players.

KEYS
D = TO THROW THE DIE
USE THE NUMBER OF KEYS TO MAKE YOUR GUESSES
AND TO MAKE YOUR MOVES.